


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD
					
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
9-16 HCP, can be 4 cards at 1-level.		Lead	In Partner's Suit	<b>Category i.e. <span style="background-color: yellow;">Natural-Green</span> / Blue / Red / HUM / Brown Sticker:</b>	
2 level overcalls sound Vul.	Suit	4th from H. 2nd from weakness	Same unless supported	<b>COUNTRY: ISRAEL</b>	
Michael cue-bid.	NT	same		<b>EVENT:</b> (Open/Women/ <span style="background-color: yellow;">Senior</span> /Transnational)	
Jump raise = pre-empt.	Subseq	same		<b>PLAYERS: <span style="background-color: yellow;">BERKMAN MEIR (8312)</span> - <span style="background-color: yellow;">TYMIANKER NOAH (3292)</span></b>	
	Other: JOURNALIST(10). Q from K(Q) xxx. K ask CT/UB. A/Q ATT				
	Vs suit lead K from AKx(+) ask for count A ask attitude				
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
2 <sup>nd</sup> pos :15-18 HCP; can be semi-balanced.	Lead	Vs. Suit	Vs. NT		
Respond – system-on.	Ace	Akx(+)	Ax; Akx(+)	<b>GENERAL APPROACH AND STYLE</b>	
Reopen 1NT=10-14 HCP; X and 1NT=15-17 HCP; X-2NT =18-20 HCP. (no Michael or unusual)	King	asks CT	UB/CT	Natural 5-card Majors. 1♣=3+. 1♦=3+.	
	Queen	QJ; QJx(+)	QJ10(+); QJ9x(+)	Weak 2♦/2♥/2♠ disciplined pre-emptive.	
	Jack	J10(x+); J10x(+)	As vs suit	2/1 forcing to game.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	H109x; 10x(+);	As vs suit		
1-Suit: weak	9	9x; 109(+)		<b>1NT Openings:</b> 15-17 HCP with 5-cards Majors. 14-17 HCP Semi-Balanced.	
2-Suit: fourth seat 1NT/2NT unbidden suits 55+ cards.	Hi-X	Sx;xsx;xsxx;xsxxx		<b>2 OVER 1 Responses:</b> F.G.; 1M-1NT=F.1.R.	
	Lo-X	Hxs;Hxxs	As vs suit		
Reopen:	<b>SIGNALS IN ORDER OF PRIORITY</b>				
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		Partner's Lead	Declarer's Lead	Discarding	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels cue:(1m)-2m= 55+ in M;(1M)-2M= OM+m 55+; (1M)2NT =m; (1m)-2NT= lower suits 55, flexible HCP range; also can be with 54 cards	Suit: 1st	Hi=ENCRG lo=DISCG	Count High-Low	Italian or lavinthal	GAMBLING 3NT= solid ♣ or ♦.
	2nd	Count		Count	MICHAELS: (1m)-2m=55+ in major (1M)-2M is 55 OM+m(flexible HCP ranges; (1M)-2NT =55+in m. (1m)-2NT=55 in other low suits.
	3rd				Weak JUMP RAISES in competition.
	NT: 1st	High=ENCRG low=DISCG	Smith	Lavintal and Italian in first opportunity	COMPETITIVE CUE-BID = Often Fit Limit + LEBENSOL against 1NT and Weak 2
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	2nd				NEW MINOR FORCING
Cappeletti : 2 <sup>nd</sup> pos. 4 <sup>th</sup> pos.	3rd				Cappeletti againsts 1NT in second and forth sit. (1NT)-X=4M and 5m; 2♣=1 six suit; 2♥/2♠= 55+in bidden-suit and m; 2NT=55+in m (flexible HCP ranges).
in second and forth seat: (1NT)-X= 4M+5m; 2♣=1six suit; 2♦=54+in M; 2♥/2♠= 55+in bidden-suit and m; 2NT=55+in m (flexible HCP ranges).	Signals (including Trumps): Hi-Lo shows interest. Lavintal when possible; Count. Always first discard = Italian (se)=interest in suit				
Against weak NT system-on.				1m-2m= inverted minors	
	<b>DOUBLES</b>			1M-2NT= 4M with 12+HCP; 1M-3♣=6-9 HCP 4+M; 3♦=10-11HCP 4+M 1M-3M=0-5HCP 4card. 1M-1NT = F.1.R.-2x-3M=10-11 HCP with 3-c SUPP;1M-2M=8-10 HCP 3-card SUPP. 1M-4M=0-5 h.c.p 5+ cards in third seat 1M-2CL=drury 1M-2NT=NAT. 1M-3♣/3♦/3♥= system-on.	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Lebensol after (Wk2) X.					
2NT=15-18 HCP NAT – responder system-on.	11+HCP At 1-Level; 0-8 HCP At 2-level; 9-11 HCP= CUEBID F.G.				
CUE = ask for stopper.	NEG DBL thru 4♥.				
4NT Over 3M or 4♥ = minors. Over 4♠ 4NT= bicolor.	Over RDBL jump is weak PRE (1x)-1M-(2y)-X = H (K/A) in pds M can be Kx or Ax				
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
Vrs 1 clb presition or artificial strong: X=M; 1NT= m; 2♣ = to play.	NEG X thru 4♥; 1m-(1♠)-DBL suggests 4+♥ 8=HCP; or good suit 5+cards with a non forcing bid pd should pass when suit is id 1x-(Overcall)- 2y =F.1.R.			PASS = FORCING when we bid G.F.	
Against 2♣ natural overcall aggressive but decent suit.					
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	NEG DBL than new suit = NF			<b>IMPORTANT NOTES</b>	
New suit =F; Jumps=pre-empt; RDBL= 9+ HCP usually no supp.				Take Out DBL - Normal	
(1M)-X-1NT= 6-9 HCP no 3 card supp; 2NT=10-11HCP 3-card SUPP;	SUPP DBL than RDBL up to 2 of pd's suit			SUPP DBL and xx	
2M=0-6 HCP 3-card SUPP; 2♦=7-9 HCP 3-c SUPP; 3NT=12 HCP 3-cs.	RDBL of NEG DBL = Top H in pd suit			Psychics: RARE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	2♣=Inverted. 3♣=Weak Respond 6-9 HCP		1♣-(pass)-1x- 1NT = 2 un-bid suits 55; DBL=44 in un-bid suits
					Up the line. N.M.F. Over 1NT Rebid.		
1♦		3	4♥	11-21 HCP	2♦=Inverted. 3♦Weak Respond 6-9 HCP,stopper.	1m-(X)-3m=0-5 HCP; 2m=6-9 HCP.	
					Up the line. N.M.F. Over 1NT Rebid.	1m-(X)-2NT=NAT.	
1♥		5	4♦	11-21 HCP	BERGEN RAISES	1♥-3♥= 0-5 HCP 4cards; 1NT=F.1.R if pd bids 2(x) 2h =5-7 hcp with 3-cs SUPP; 2♥= 8-10 HCP 3-cards SUPP (1♥)-1nt-(2m(bm))3♥ = 10-11 HCP 3-cs (1♥)-3♣= 6-9 HCP 4-cs; (1♥)-3♦=10-11 HCP 4-cs; (1♥)-2NT= 12+ HCP 4-cs	1M-2NT-3♣=12-14 HCP. -3M ask 4 single 1M-2NT 3x= 15+ HCP at least 5 4 in bid-suits; 3M ask for single 1M-2NT-4x = void 1M-2NT-3M= 6 suited. 1M-2NT-3NT = 18-19 HCP BAL 1M-2NT-3♦-4x = single
						(1♥)-3sp= splinter “ “ “	
1♠		5			Bergen		
INT				15-17 HCP. 5M/6m Possible.	NF.STAY. 3♣ PUP. 4-way TRF.with pre-accept. Texas. 1NT-(2♣CAP)-X=STAY, If -(2♣NAT) X= T.O.DBL.	(1NT)-3♦= slamish in minors 55+; 3♥=55 in M inv; 3♠=55 in M slamish (1NT)-4NT = QUANT pd bid 6 in suit with 5 cards and max (1NT)-4♠= slam baron style, pd bid at 5 level with 4 cards up the line and 6 with 5 suiter	1NT(DBL)-all bids are transfer up the line include pass =xfer to xx System on when pd overcall 1NT and DBL
						1NT-(2x)-x= Take out DBL up to 3 level. 1NT-2♣-2x-3♣= 5+clbs slamish 1NT-2♣-2♦-2M=weak 5-4 in bid M 1NT-2♣-2♥-2♠= 8-9 HCP 4 times sp 1NT-2♣ - 2♥-3NT = 10+HCP 4 times sp 1NT-4♣ = Gerber	1NT-2♣-2x- 3♣ shows good Clubs 1NT-2♣-2♦-2♥/♠ = weak with 5-4 in major 1NT-2♣-2♥-2♠= 8-9 HCP 4 times sp 1NT-2♣-2x-2NT= 8=9 HCP INV.
2♣	✓			FG	2♦=3+HCP. 2♥=0-3. 2NT=♥.5 cards with 2 top H; 2♠= 5cards with 2 top H ; 3♣/3♦ 5 cards 8+ HCP with 2 top H		
2♦		6(5)		Weak 2 in ♦decent suit	2NT ask; 3♣=Min. 3♦=Max.		
2♥		6(5)		Weak 2 in ♥	2NT= Ogust -3♣= min bad suit; 3♦= min good suit ;3♥=max bs; 3♠=max gs; 3NT= solid suit.		
2♠		6(5)		Weak 2 in ♠	2NT= Ogust as above		
2NT				20-22 HCP, SEMI/BAL	3♣=PUP. 3♦=TRF-♥. 3♠= TRF-m. 4♠=Slamish.baron stile		
					4NT QUANT		
3♣		7(6)					
3♦		7(6)					
3♥		7(6)					
3♠		7(6)					
3NT	✓			AKQxxxx any Minor .max Q outside	4cl=poc;4h/sp=tp;4d=ask for shortness-4h/sp=short 5clb=short d ;5d=short clb 4nt= no short		
4♣		7+					
4♦		7+					
4♥		8					
4♠		8					
4NT		-				SPLINTER	
5♣		Rare				RKCB 0314 then Q of Trump, then ask(K)	
5♦						DOPI-ROPI	
5♥						4♣-RKC after we bid NT.	
5♠						5NT = JOSEPHIN.	
5NT						Exclusion ; long trial bids; Drury-SUPP-DBL	